

CYCLE COUNT & INQUIRY SCREEN UPDATES

Section 1 - Cycle Count Screen

- 1 - INV:** Units the store should have based on shipping, scan sales and scrap history.
- 2 - DC Avl: Y** means the item is available in DC, and **N** means the item is NOT available in DC.
- 3 - Lst Delivery:** Date and units the item last delivered to the store.
- 4 - (H)ome:** Pressing **(H)** to enter the count for the Home location.
- 5 - (B)krm:** Pressing **(B)** to enter the count in the backroom.
- 6 - (O)thr:** Pressing **(O)** to enter the result in other locations such as the Endcap.
- 7 - (A)dd:** Pressing **(A)** to add additional eaches on-hand.
- 8 - (C)s:** Pressing **(C)** to add additional cases on-hand.
- 9 - Total:** The sum of eaches you entered for all locations.
- 10 - (F)inish:** Pressing **(F)** when you done with counting all locations for the item.
- 11 - (S)ave:** Pressing **(S)** to save the count information. Counts must still be completed by pressing **F**.
- 12 - H(E)lp:** Pressing **(E)** to go to the help screen.
- 13 - (N)ew:** Pressing **(N)** to start a new store initiated cycle count.
- 14 - (I)nq:** Pressing **(I)** to go to the Inquiry screen.



- Press "L" to see the last cycle count and last shipment information.
- Press "V" to see how the total count were added up.
- Press "N" for store initiated counts.

UPC: 0 70757 00205 3
 GoldnRe'erPuppy14' 11
 alendr#1 513
 DC Avl:Yes INV: 430
 Lst Delivery:10/26 1024
 (H)ome: 10
 (B)krm: 20
 (O)thr: 30
 (A)dd: EAtoHon
 tal: 60 EA
 H(E)lp (S)ave (F)inish
 (N)ew (I)nq (A)dd/(C)
 13 14

Section 2 - Inquiry Screen

- 1 - WkSls:** Average sales for the last 8 weeks.
- 2 - Pack:** Pack size - Pieces/Units in a box/pack/case.
- 3 - PkSls:** Peak Sales - Highest weekly sales for the last 8 weeks.
- 4 - LShp:** Last shipment quantity (LShp) and date/day.
- 5 - Margin:** Difference between the purchase price and selling price. Higher margin = More profit.

Purchasing Cost	Selling Price	Profit	Margin
60¢	\$1.00	40¢	40%
50¢	\$1.00	50¢	50%

- 6 - Status Callouts:** Message related to stock, e. g. if item is temporarily or permanently out.
- 7 - Coun(T):** Pressing **(T)** to go to the Cycle Count screen.

Inquiry
 Item 1711 0.99
 Sollove-Stain Remover
 Ounces 1205
 INV. 2
 WkSls 131 Pack
 PkSls 159 Margin 23
 LShp 108 YESTERDAY
 ** TEMP OUT, SAVE SPACE
 H(E)lp Coun(T)

Section 3 - Weekly Cycle Count Performance Report

This report includes the count information for the past week and the last 4 weeks. Market Directors and RDs receive the report every **Saturday**. The Market Director needs to work with the store that have **low completion rate** and **high Shrink variances** in \$amount.

- Review the detail Cycle Count information in EASi App.
- Ensure the store is meeting 100% completion goal.

Completion % for the issued counts

of Cycle Counts the system issued

Total UNIT difference between system inventory qty and store count qty

RD, DM, Store	Cycle Counts Last Week						Cycle Counts Last 4 Weeks					
	Issued	Compl	% Compl	Store Init	Accuracy Var Units	Shrink Var \$	Issued	Compl	% Compl	Store Init	Accuracy Var Units	Shrink Var
R23 - Clark, Jerry	5,033	4,564	91%	189	11,032	(\$7,171)	20,132	18,256	91%	756	44,128	(\$28,684)
D21 - Solis, Pablo	719	652	91%	27	1,576	(\$1,024)	2,876	2,608	91%	108	4,036	(\$4,000)
0031 - Pico Rivera	77	60	78%	14	279	(\$181)	352	273	78%	14	725	(\$510)

of issued Cycle Counts completed Possible \$ loss from system inventory (based on store count qty/week)

EASI APP CYCLE COUNT REFERENCE GUIDE

EASI App Login Instruction

1 **CLICK**  → 2 **ENTER EID (No 0s in front) & Password (Initial password:99only)** → 3 **CLICK**  → 4 **SELECT** the w

1	Click Here Cycle Count Completion Review This Percentage of counted vs. issued Cycle Count Completion Percentage of items completed vs. issued 100 % Week to date Issued 99 Completed 99 Counts completed Counts issued																				
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